



**Mondawmin Mall
Tenant Design Criteria**

GGP Inc.

212 TWO TWELVE ASSOCIATES, INC.

February , 2017

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Introduction

OBJECTIVES

The Sign should be an integral part of the overall presentation of the store. It should set the Tone for the quality of the product and service within. It should be given special consideration, both in terms of its design, material and the impact of its visual message. By limiting specific requirements, it is the intention of these Criteria to encourage quality and originality.

GENERAL CRITERIA

Each Tenant is required to design, submit, to owner for Review and Approval, fabricate, install and maintain a sign at Tenant's expense. If the sign is illuminated internally; it must be illuminated during the hours that Mall is open and controlled by a time clock.

1. Signage will be limited to trading name and logo only.
2. No signage will be permitted on exterior of landlord's building or Tenant's exterior storefront unless Tenant incorporates a continuously used custom entrance.
3. No signmaker labels or other identification shall be permitted on the exposed surfaces of the signs, except those required by local ordinance.
4. No animated components, flashing lights or injection-molded plastic signs are permitted.
5. Movable and/or portable displays or signage are not permitted. Coordinated graphics for special and temporary displays must be approved by Landlord.
6. Approval for temporary sign programs must be obtained each time the programs or the signs are revised.
7. Location of all conduit openings, junction boxes and transformers for signage must be out of public view.
8. Repairs of broken or damaged signs are the responsibility of the Tenant and should be taken care of in a timely manner.

SUMMARY

Mondawmin Mall Metro Plaza Signage Design Criteria has been written with the intent of establishing FLEXIBLE GUIDELINES within which every Tenant can achieve the HIGHEST POSSIBLE DESIGN QUALITY. It is to everyone's advantage to do so.

Read these guidelines carefully at the very beginning of the process. If you have ideas which you think may be inconsistent with these guidelines, bring them up for discussion at the initial Concept Meeting.

Remember, WE WANT TO HELP YOU ACHIEVE WHAT YOU WANT while contributing to the overall quality of the Mondawmin Mall experience.

Architectural Design Criteria

DESIGN PHILOSOPHY

The following criteria are provided to give the tenant maximum design flexibility while maintaining a consistent and high quality retail environment at the Center. These criteria will guide the Tenant's designer to create a store design compatible with the overall design intent of the Center.

All storefront, interior designs and materials are subject to Landlord's approval. It should be understood that Landlord will review a Tenant design concept with neighboring Tenants and make judgments that will benefit the entire Center.

All changes to the storefront or interior design during the lease must be approved by the Landlord prior to beginning work.

GENERAL TENANT DESIGN CONSTRAINTS:

- Landlord will provide approximately 12'-0" height clearance throughout Tenant's space. Additional height may be achieved upon Landlord's written approval. Any alterations to Landlord's structure or utilities as a result of ceiling height increase shall be at Tenant's expense.
- Tenant's storefront must be self supported. Storefronts shall not be suspended from Center bulkhead.
- Blocking, decking, framing and raised platforms shall be constructed of noncombustible materials.
- No combustibles above ceiling (i.e., transformer, water heaters, etc).
- Provide 2" high black vinyl store space number and name, at rear exit door (or approved equal).
- Waterproof membrane is required for food Tenant's with water supply.
- All floor penetrations must be sleeved and sealed liquid tight.
- Do not channel slab. Core drill only and install supplemental support framing as required.
- Support wires for lay-in ceiling grid, lights, HVAC equipment, etc. must not be connected to any of Landlord's mechanical, electrical, plumbing or fire protection piping equipment or waffle slab.
- Support wires must connect to top cord of joist and/or structural members.
- Any penetrations or modifications to structural steel or concrete must be coordinated and approved with Landlord's on-site representative and designed by a structural engineer licensed in the state of Maryland.
- A second exit is required if exit travel distance exceeds 75' within space or occupancy exceeds 50 people or space is greater than 1500 SQ. FT. (or as per code).
- Tenants that are adjacent to service corridors must provide an alcove so that an exit door is fully recessed behind the lease line when in the open position. Tenant must match service corridor finishes established by Landlord throughout corridor side of alcove and provide sprinkler coverage.
- The tenant is to provide finishes up to the leaseline. Provide a smooth and level transition between the tenant floor and mall.
- Changes to storefront must be approved by Mall Management.

Storefront Design Criteria

STOREFRONT DESIGN CRITERIA

Storefronts shall be designed, fabricated and installed by Tenant at Tenant's sole expense. Storefronts should be predominantly glass and emphasize well-designed architectural elements. Landlord encourages Tenant to provide a sense of entry and imaginative show window displays.

ATTENTION

Tenant is responsible for contacting Mall Tenant Coordinator to obtain interior and exterior architectural storefront plans, elevations, details, and specifications particular to the tenant's premises.

Storefront:

- Opening cannot exceed 50% of the total storefront width or a minimum of 6'-10".
- Totally open storefronts are prohibited.
- Storefront must be self supporting.
- Closure shall occur behind the lease line.
- One entrance per elevation is permitted.
- Entry height shall be a minimum of 8'-0" above finished floor.
- Swing doors are to be single acting in the direction of egress.
- Doors shall be fully recessed behind the lease line when in the open position.
- Door stops must be flush floor mounted.
- Single track, narrow style sliding glass doors shall be enclosed in a door pocket or partition when in the open position.
- Door tracks are to be recessed flush with the finish floor.
- Storefront doors must be equipped with emergency quick release locks, or as required by code.
- Key plates shall not face toward the mall common area and shall be mounted at 12" A.F.F.
- Sliding vinyl accordion doors are restricted.
- Roll-up overhead grilles are prohibited.
- All butt glazed glass and glazing shall be tempered, beveled polished edges and shall be set with 1/8" open butt joints between panes. Silicone joint fillers are not permitted.
- Glass storefront systems that exceed 10'-0" in height must be a minimum of 1/2" thick. Architectural glazing clips are required.

Storefront Materials

ACCEPTABLE STOREFRONT MATERIALS:

FRAME:

Interior:

- Clear anodized aluminum.
- Kawneer, Curtain Wall 1600-System 1. 2"x6" nominal.
- Butt glazed systems may also be considered.

Exterior:

- Clear anodized aluminum.
- Kawneer, Curtain Wall 1600-System 1. 2"x6" nominal.

Configuration:

- Review architectural documents for the frame configuration / dimensioning required for each specific location.

GLASS:

Interior

- Clear with polished and beveled edges for butt glazed installations.
- Clear, fully tempered, for aluminum system.

Exterior:

- Low-E insulating-glass units
- Overall unit thickness: 1 inch
- Thickness of lites : 6.0 mm
- Interspace content: air
- Outdoor lite: Class 1 (clear) float glass. FT (fully tempered).
- Indoor lite: Class 1 (clear) float glass. FT (fully tempered).
- Low-E Coating: Pyrolytic or sputtered on second or third surface.
- Winter Nighttime U-Factor: 0.35 maximum.
- Summer Daytime U-Factor: 0.38 maximum.
- Solar Heat Gain Coefficient: 0.61 maximum.

UNACCEPTABLE STOREFRONT MATERIALS:

Metals:

- Antique.
- Unfinished.
- Brass.
- Bronze.
- Copper.
- Electrostatic colors.
- Stainless steel.
- Polished, brushed or textured.

Glass:

- Mirror.
- Plexiglass.
- Sandblasted or stained glass.
- Glass block.

Laminates:

- Simulated material (i.e., brick, stone, wood, etc).
- Wood veneer laminates.
- Corian or equal.
- Solid core.
- Vitracore or equal.
- Matrix or pattern finishes.
- Other solid surfacing materials.

Tile:

- Clay shingles
- Simulated masonry and stone.
- Vinyl tile.
- Ceramic, mosaic, terra cotta tile.
- Glass fiber reinforced gypsum.
- Polished or honed cut stone.
- Terazzo.

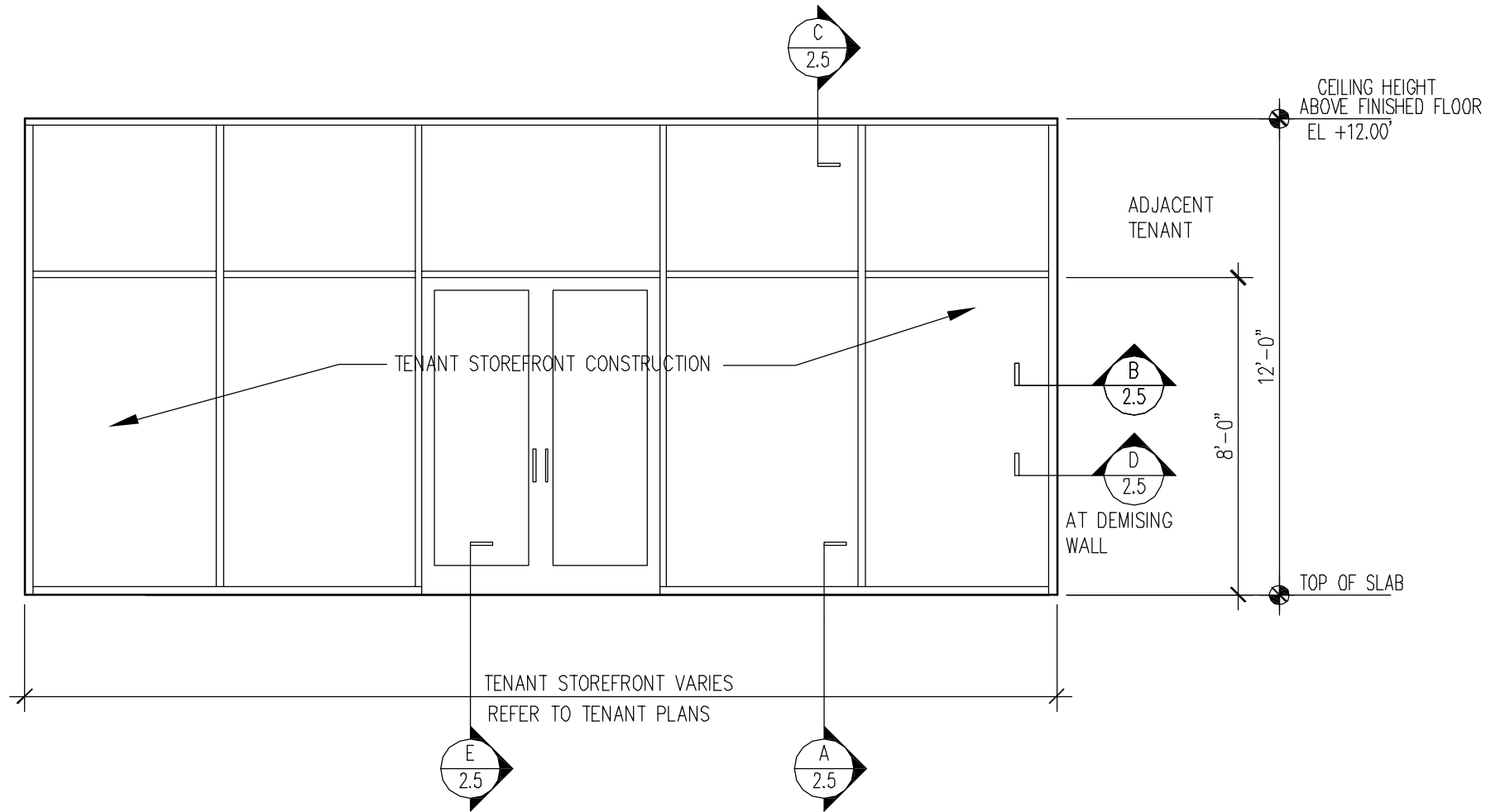
Wood:

- Distressed wood.
- Masonite.
- Plywood paneling.
- Unfinished wood.
- Finish grade hard woods painted or stained.

Misc:

- Asphalt shingles.
- Cedar shakes.
- Vinyl wall covering
- Painted gypsum board.

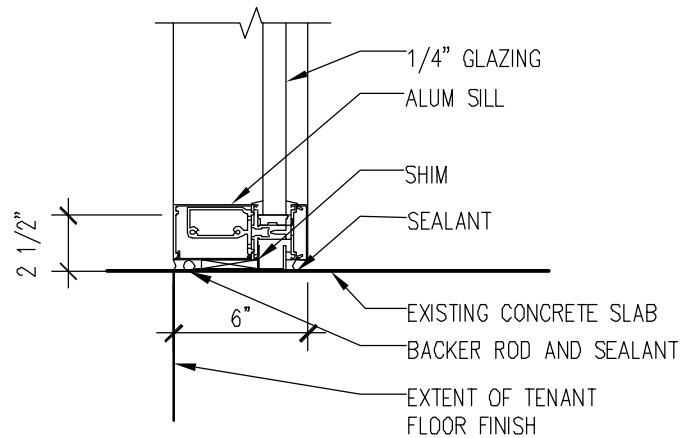
Interior Storefront Facade



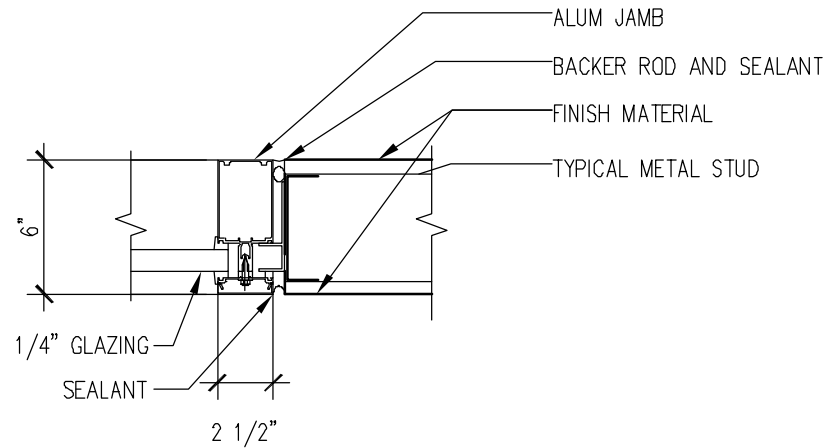
TYPICAL INTERIOR STOREFRONT ELEVATION

To be updated (from architect)

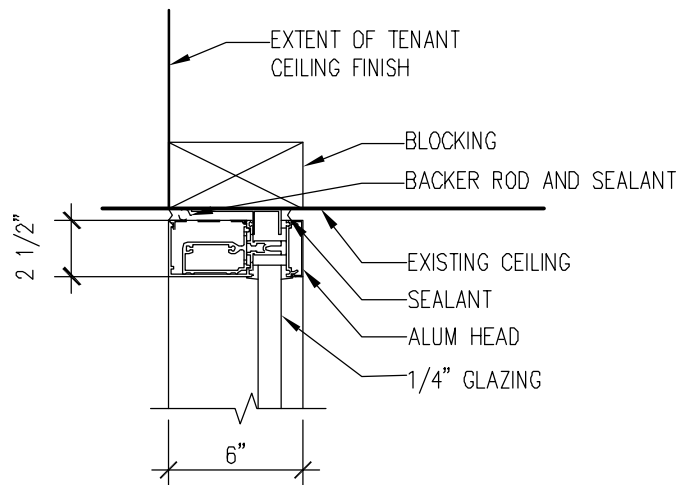
Interior Storefront Details



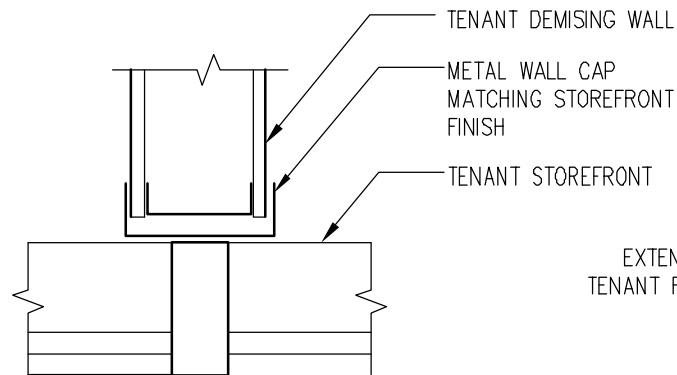
A DETAIL- TYPICAL CURTAIN WALL



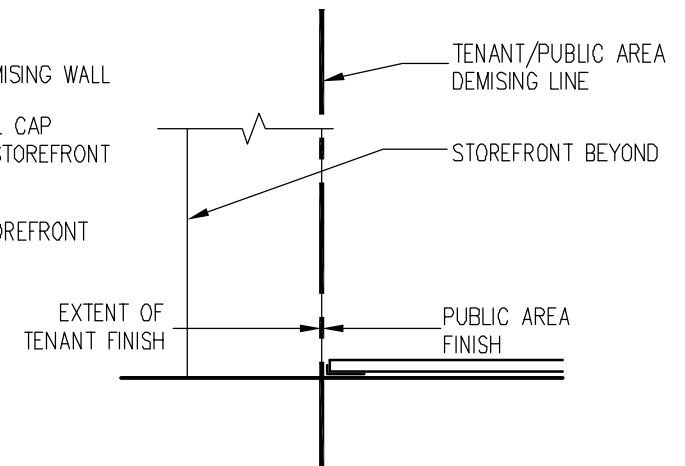
B DETAIL- TYPICAL CURTAIN WALL



C DETAIL- TYPICAL CURTAIN WALL

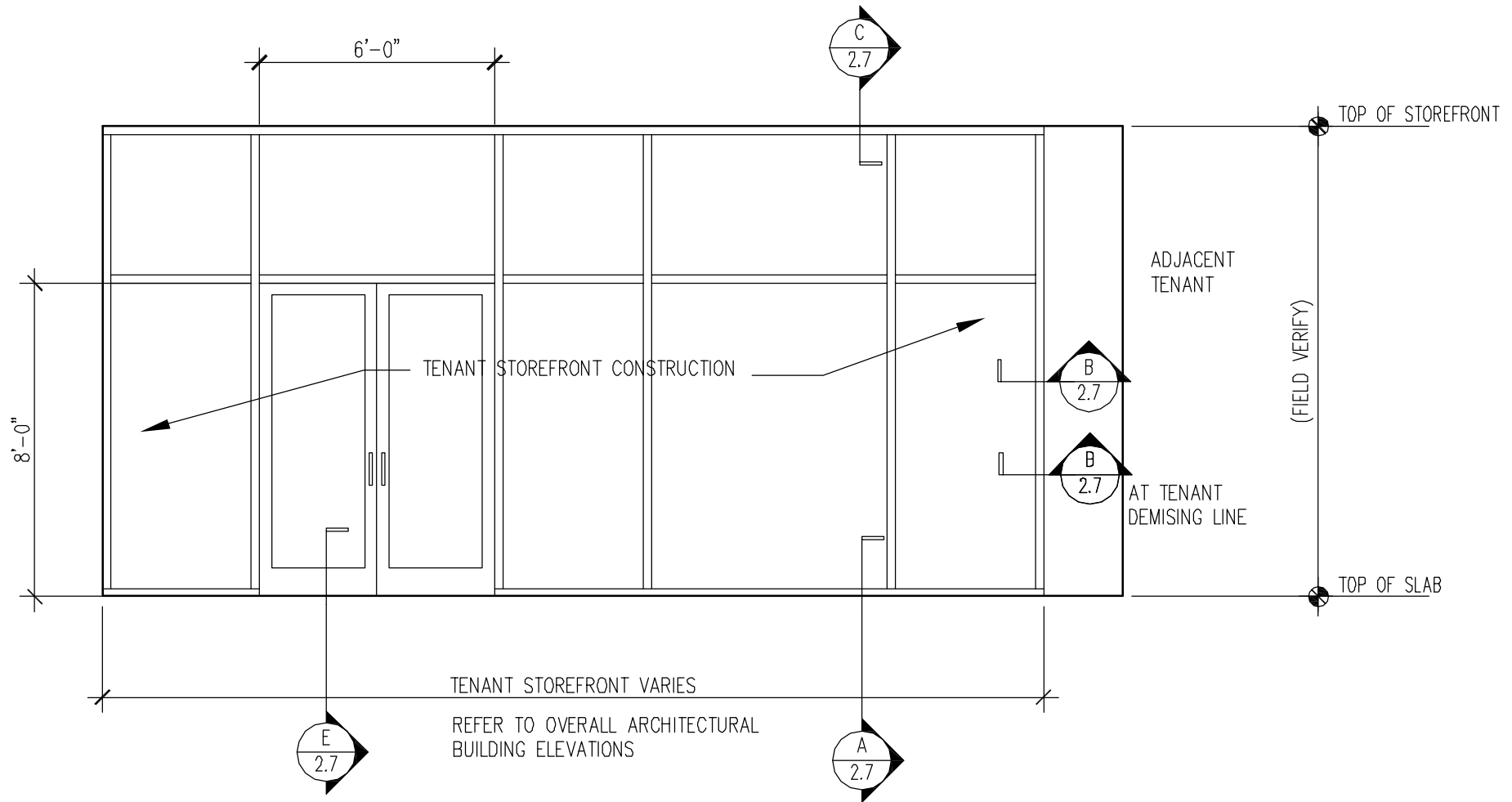


D DETAIL- AT DEMISING WALL



E DETAIL- AT DEMISING LINE

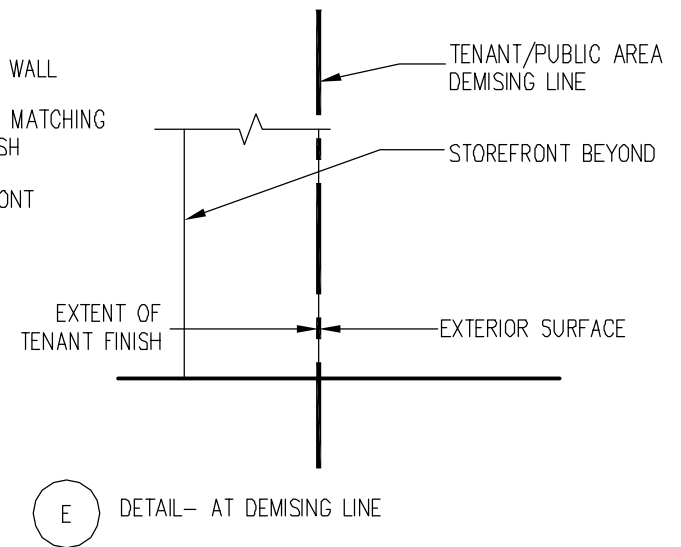
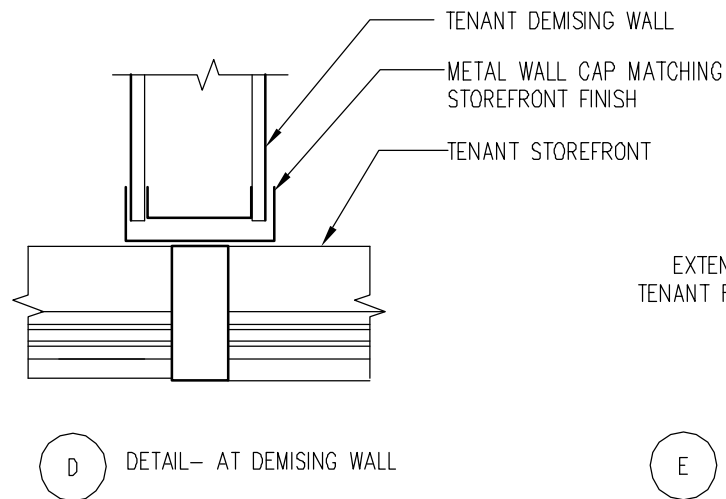
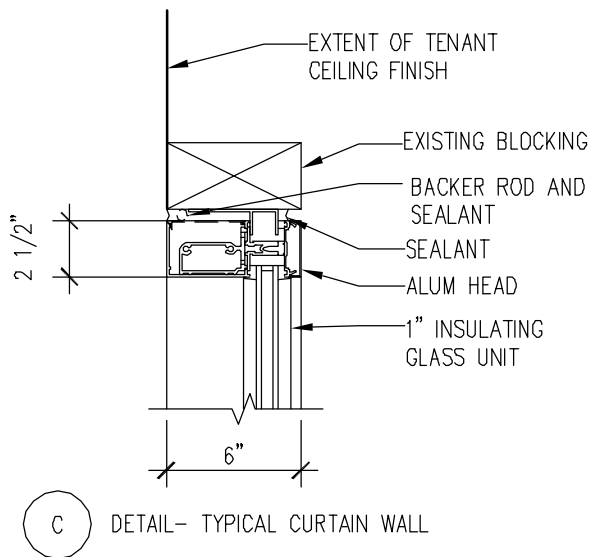
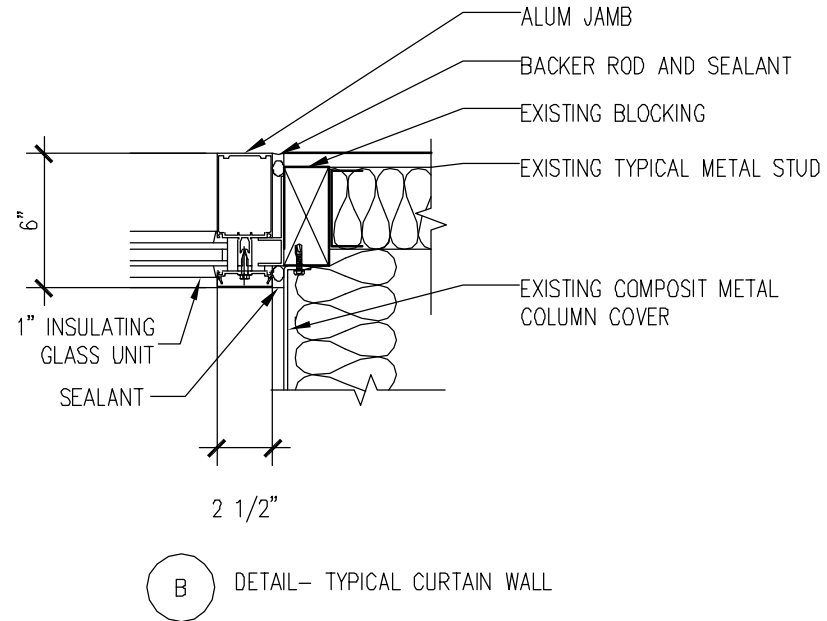
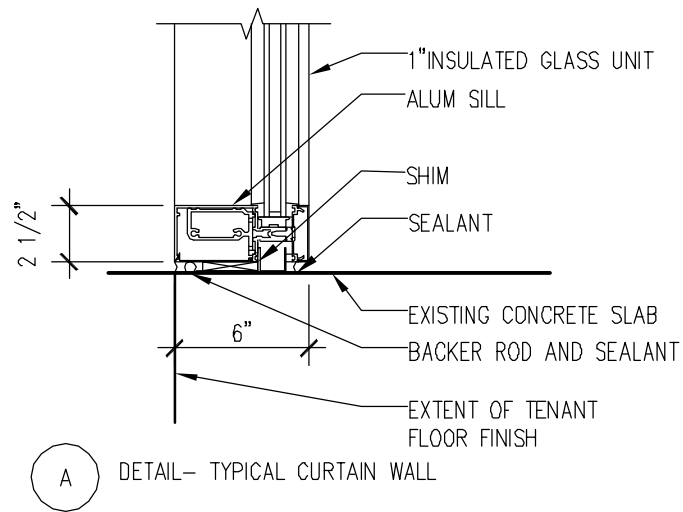
Exterior Storefront Facade



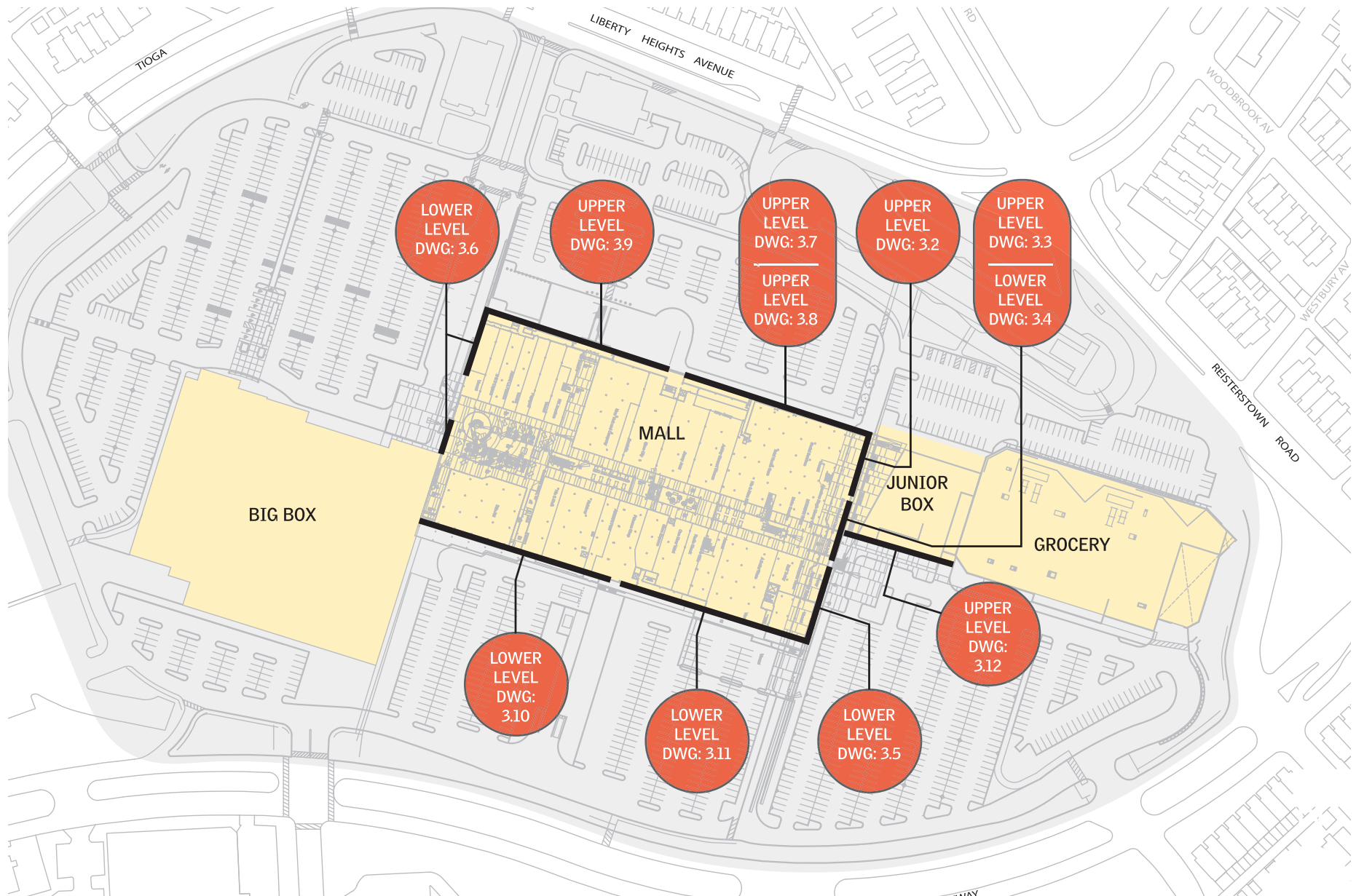
TYPICAL EXTERIOR STOREFRONT ELEVATION

JAM, HEAD AND SILL CONDITIONS VARY DEPENDING ON ELEVATION.
FIELD VERIFY DIMENSIONS.

Exterior Storefront Details

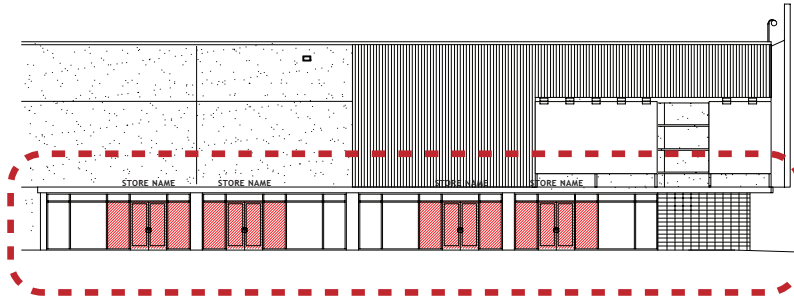


Exterior Preliminary Location Plan

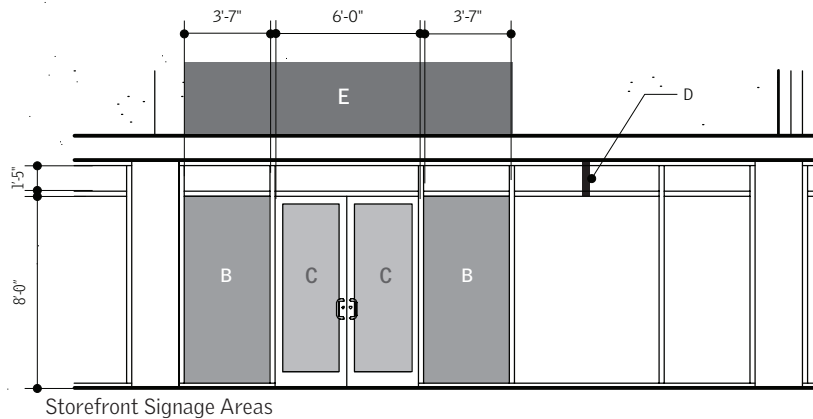


East Facade: Upper Level North

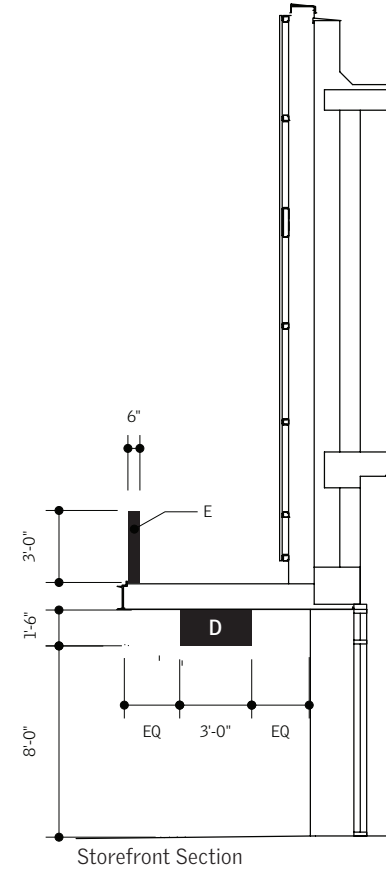
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Elevation



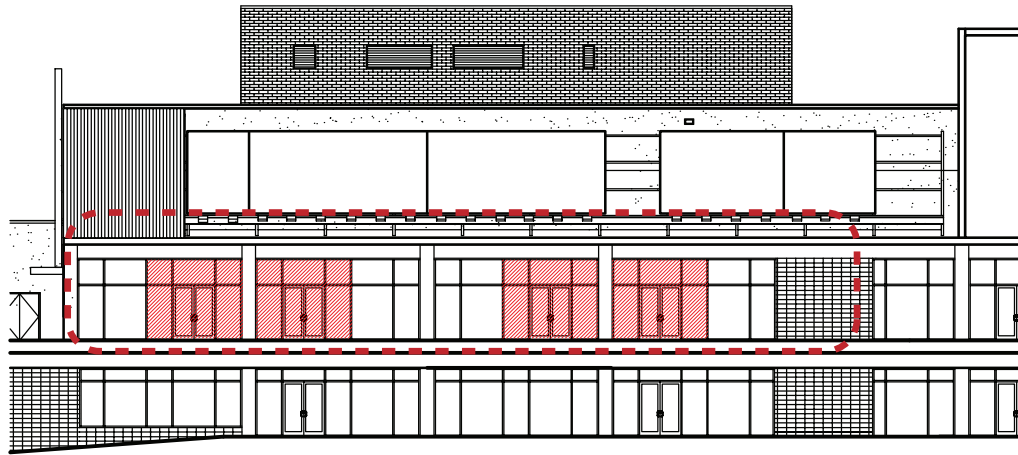
Storefront Signage Areas



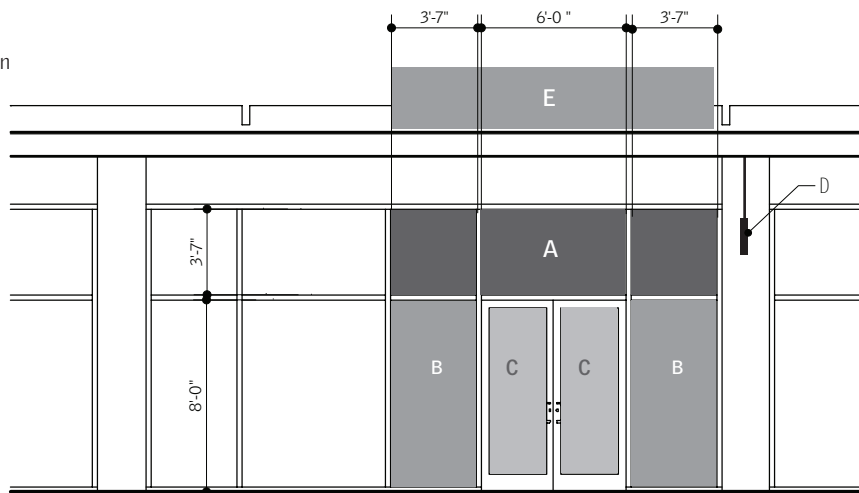
Storefront Section

East Facade: Upper Level Center

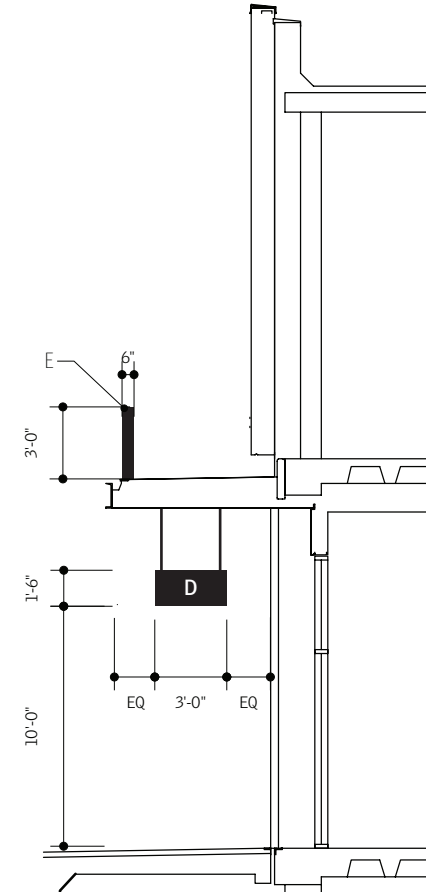
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Elevation



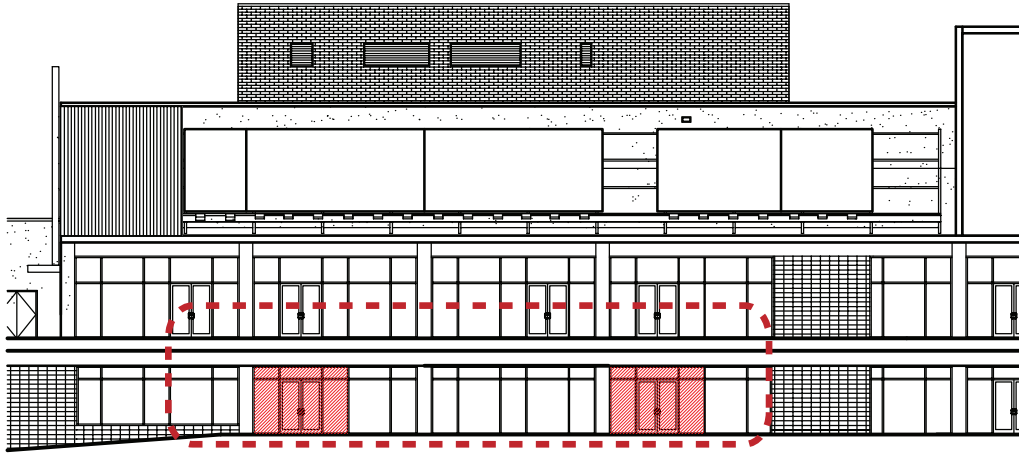
Storefront Signage Areas



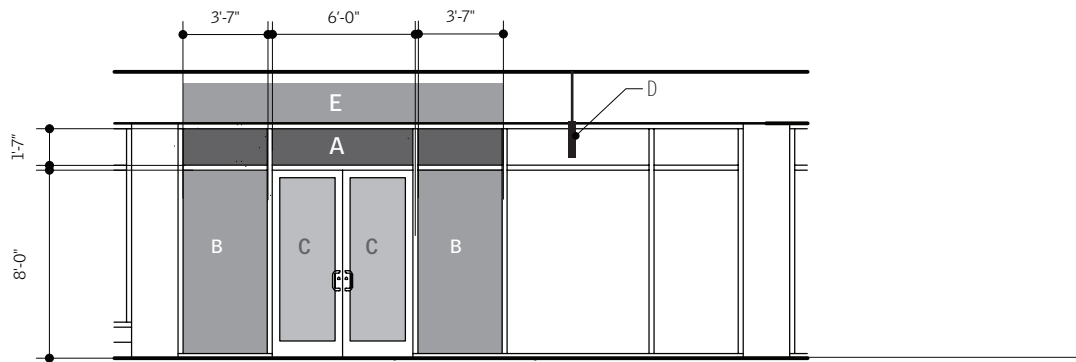
Storefront Section

East Facade: Lower Level Center

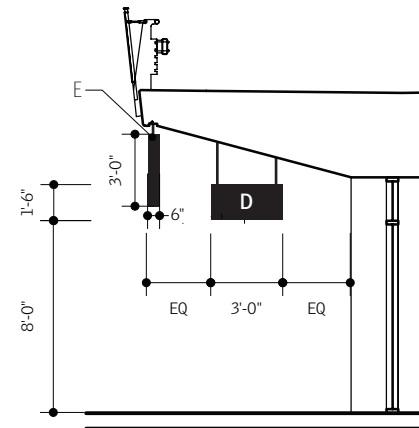
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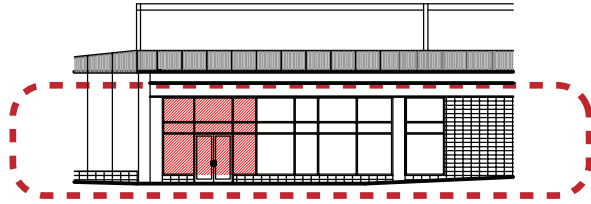


Storefront Signage Areas



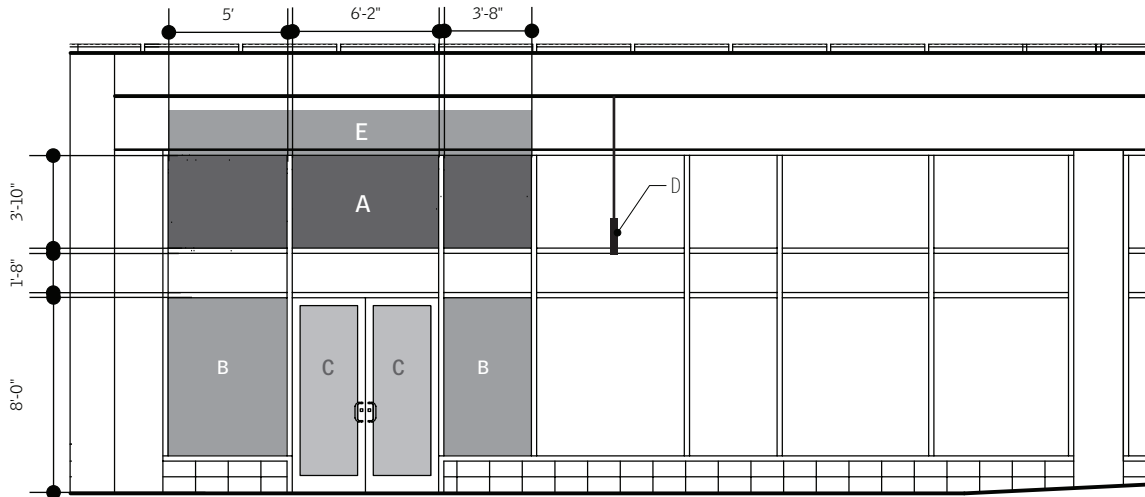
Storefront Section

East Facade: Lower Level South

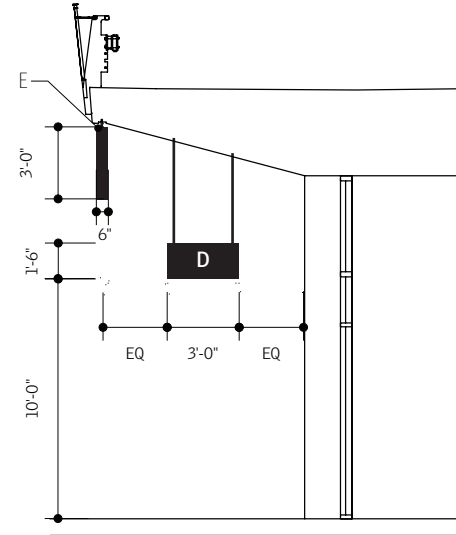


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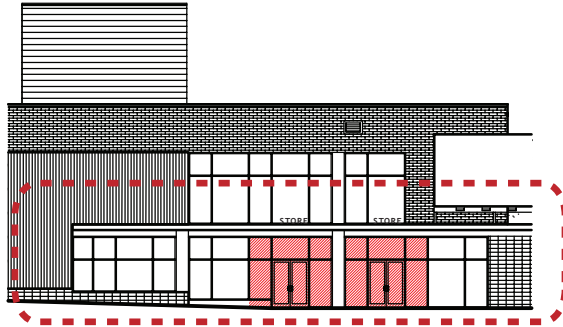


Storefront Signage Areas

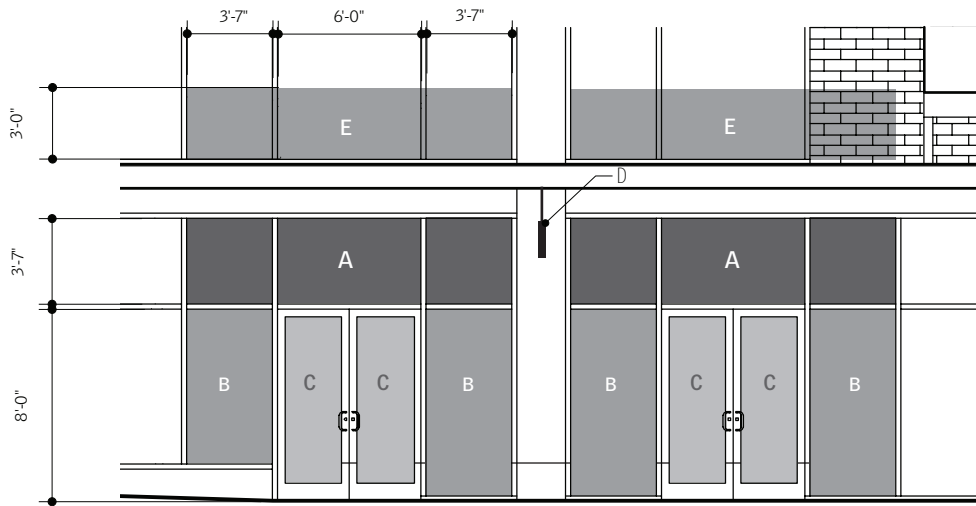


Storefront Section

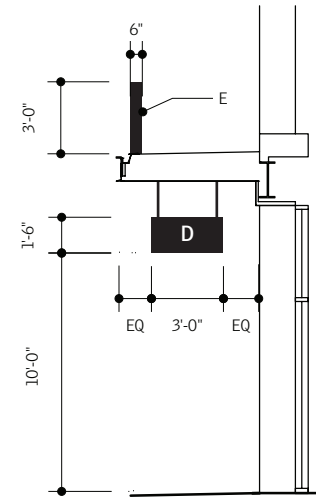
West Facade: Lower Level North



Elevation



Storefront Signage Areas

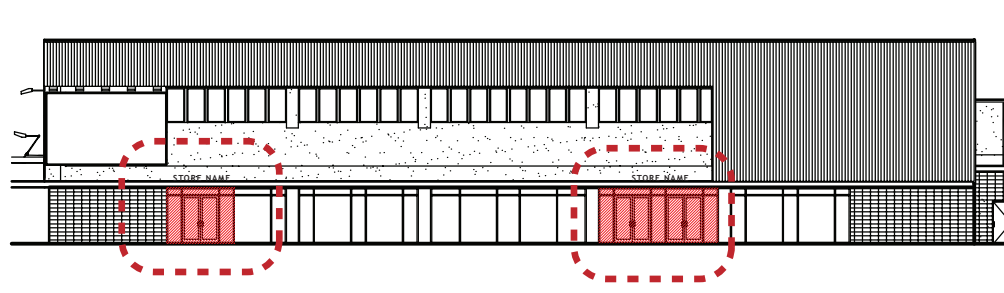


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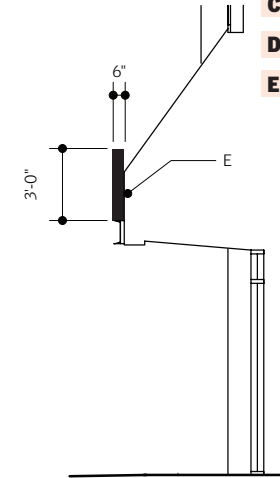
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North Facade: Upper Level East

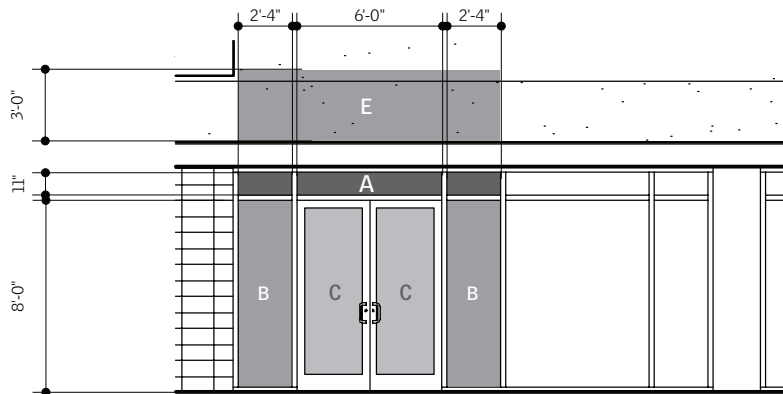
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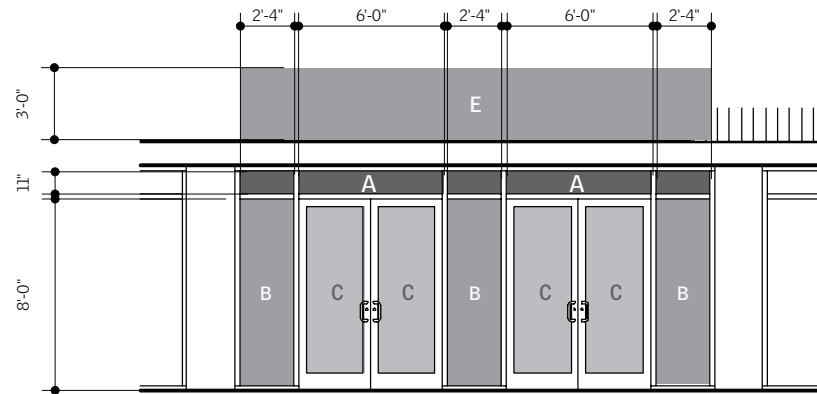
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Storefront Section

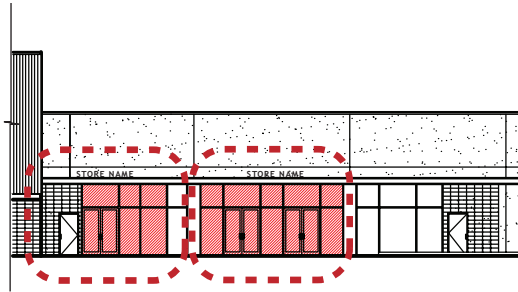


Storefront Signage Areas

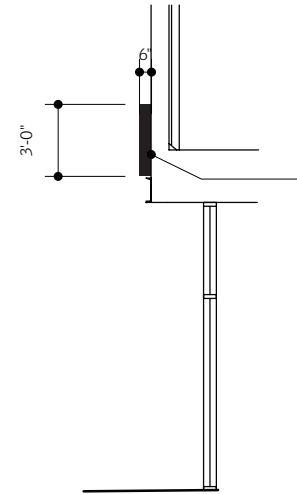


North Facade: Upper Level East

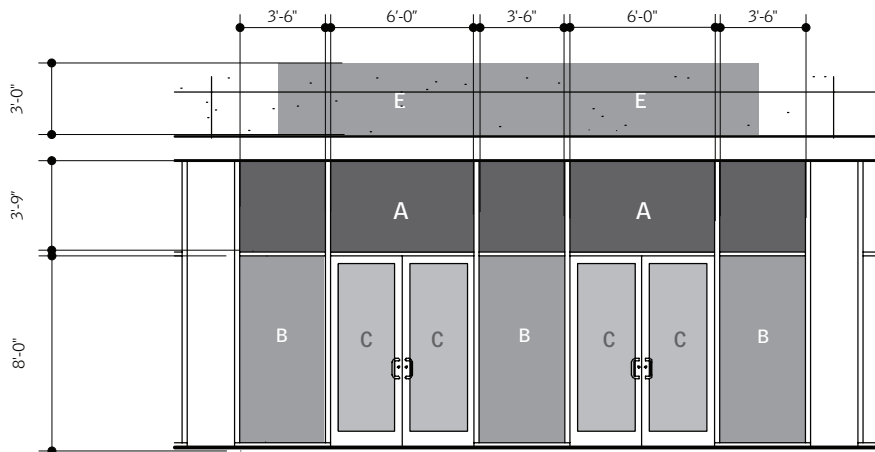
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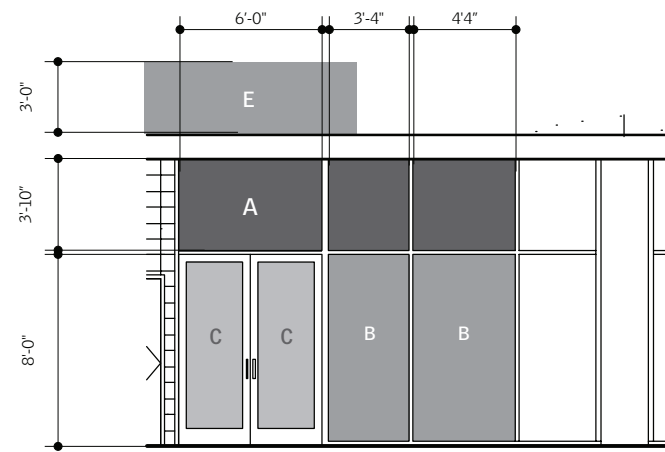
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Storefront Section

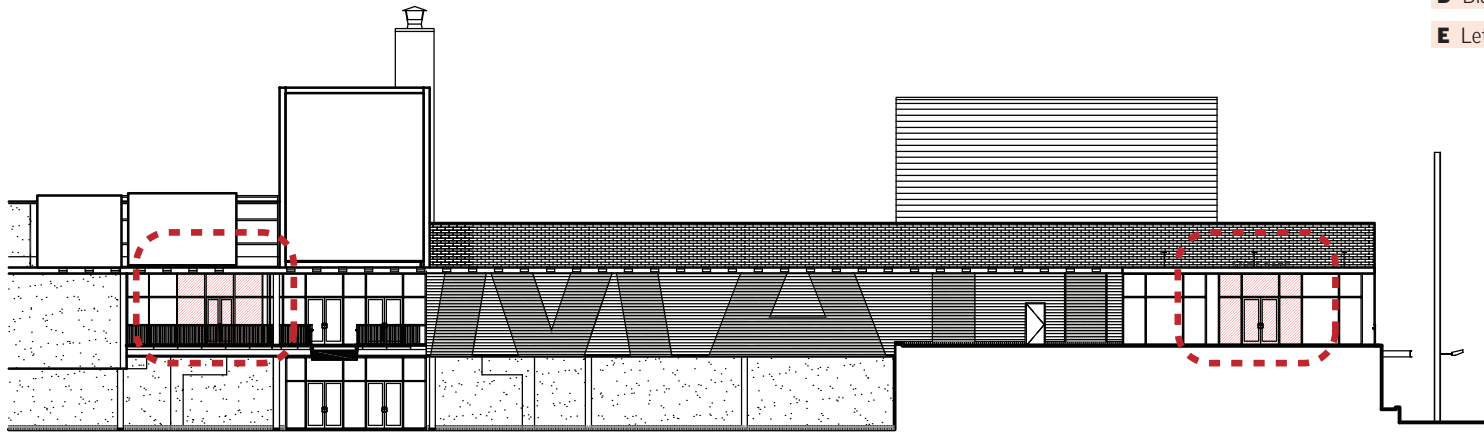


Storefront Signage Areas

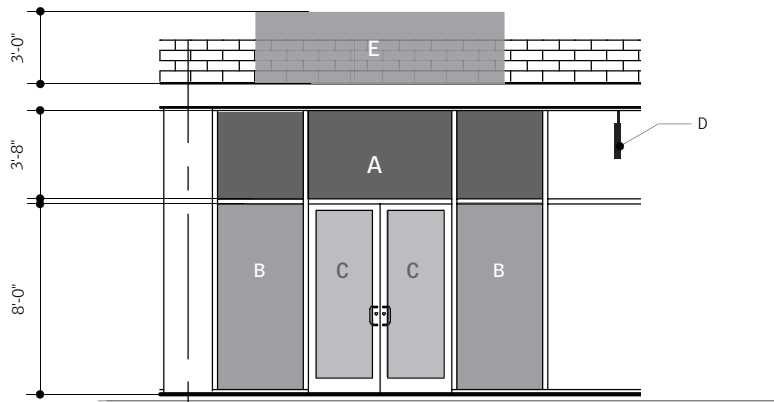


North Facade: Upper Level West

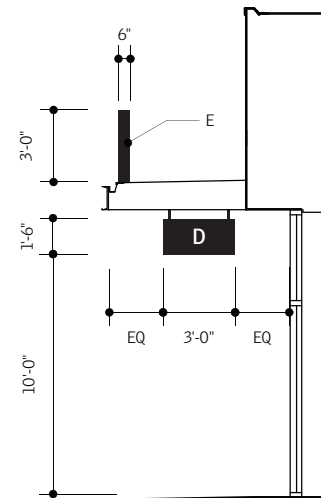
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Elevation



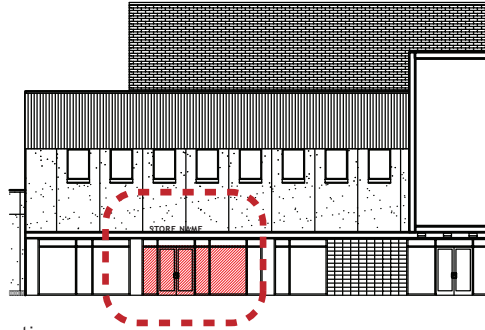
Storefront Signage Areas



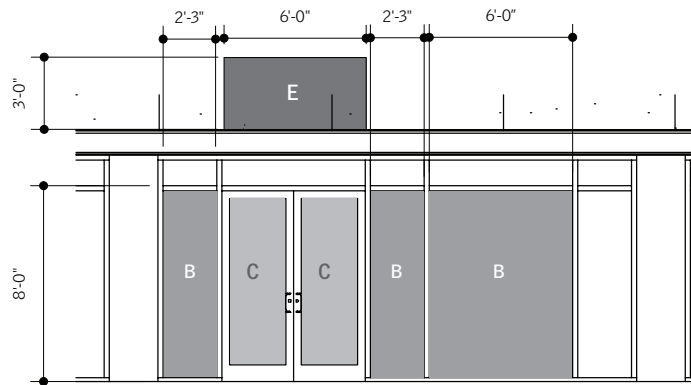
Storefront Section

South Facade: Upper Level West

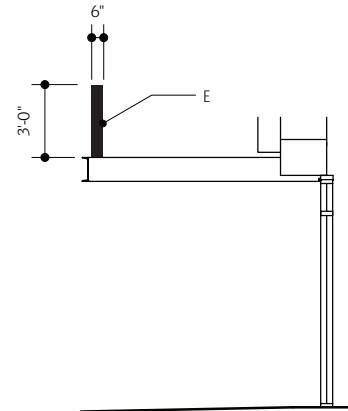
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Elevation



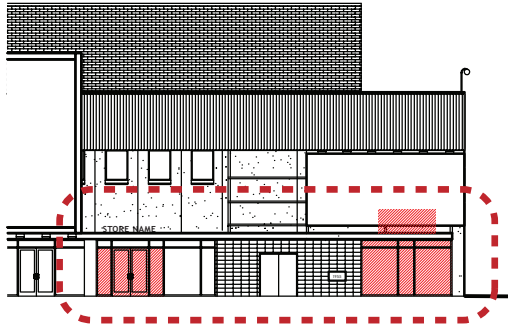
Storefront Signage Areas



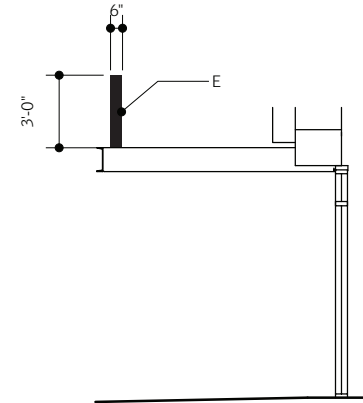
Storefront Section

South Facade: Upper Level East

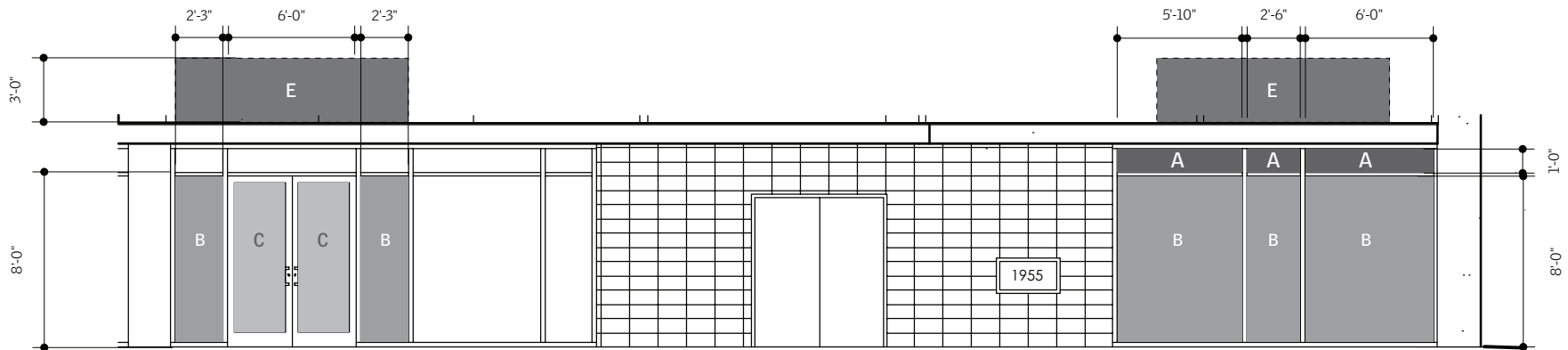
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Elevation



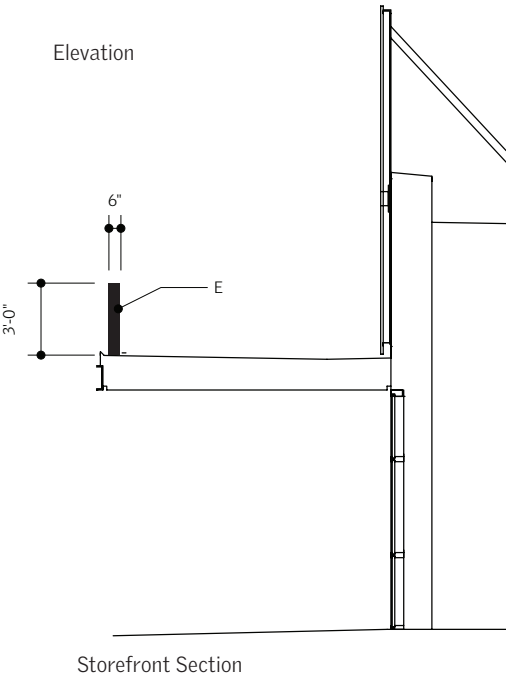
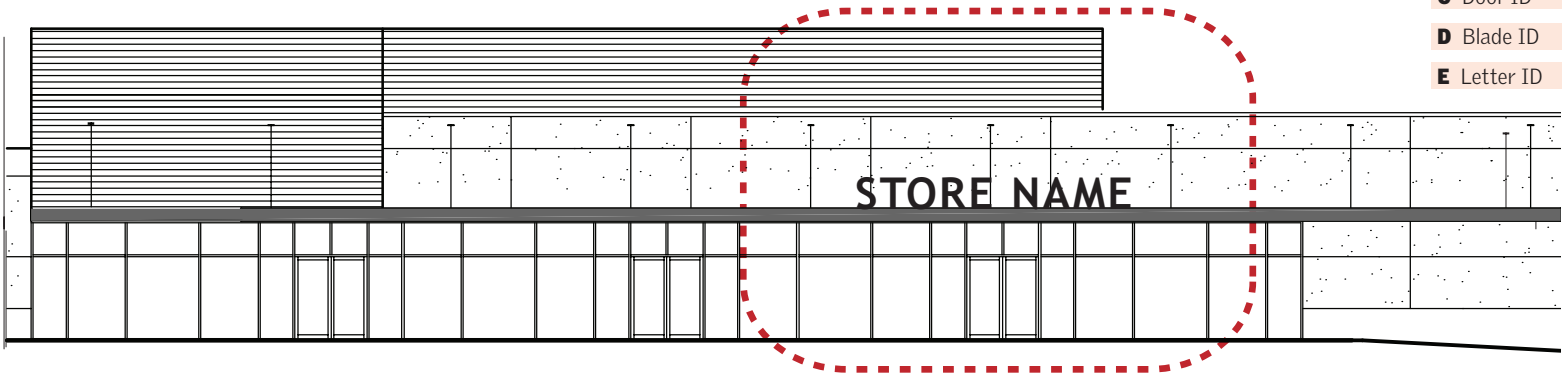
Storefront Section



Storefront Signage Areas

South Facade - Junior Box Canopy Sign: Upper Level East

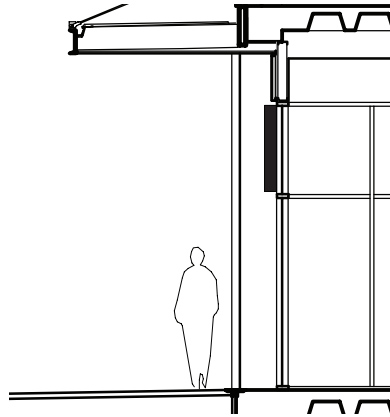
SIGNTYPE	CRITERIA
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B Sidelight ID	Restricted
C Door ID	Restricted
D Blade ID	Restricted
E Letter ID	Required



Area A1 - Transom ID In Front of Glass



Generic Storefront Elevation



NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements.
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

AREA A1 ACCEPTABLE SIGN TYPES

- Opaque panel with dimensional graphics
- Opaque box with illuminated letters.

NON-ACCEPTABLE SIGN TYPES

- Neon tube signs
- Decals on Glass
- Graphics that project more than 10" from facade
- Exterior LED or LCD screens
- Light Box with flat or dimensional graphics



Area A2 - Transom ID Behind Window

NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements.
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

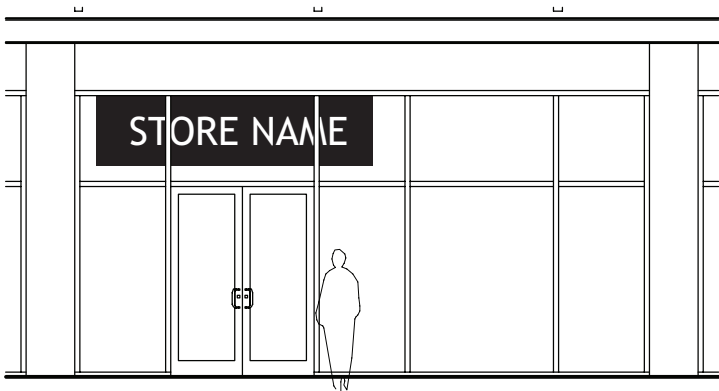
AREA A2

ACCEPTABLE SIGN TYPES

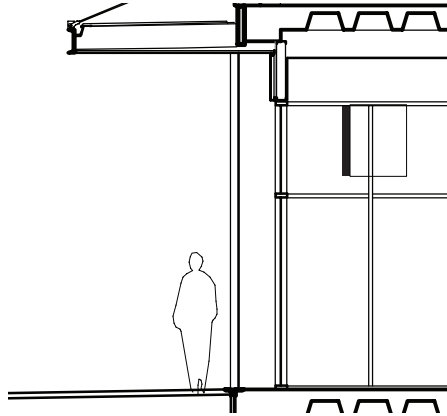
- Non-Illuminated or Illuminated sign panel inside storefront.
- Opaque box with illuminated letters.

NON-ACCEPTABLE SIGN TYPES

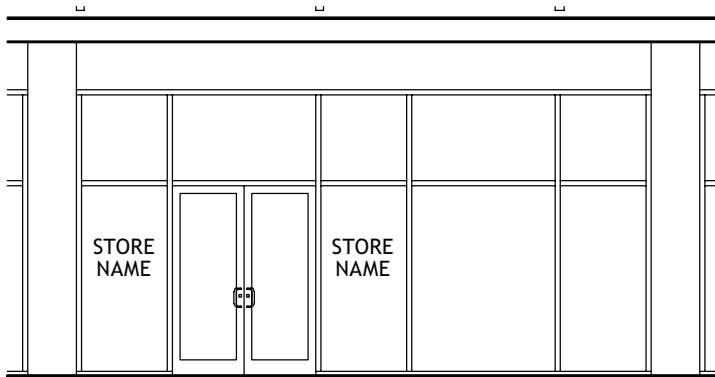
- Signs that project more than 6" - 8" from the bulkhead surface.
- LED or LCD animated screens



Generic Storefront Elevation



Signtype B Sidelights



Generic Storefront Elevation

NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

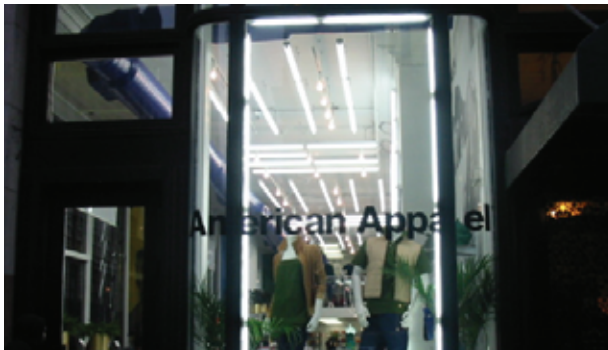
AREA B

ACCEPTABLE SIGN TYPES

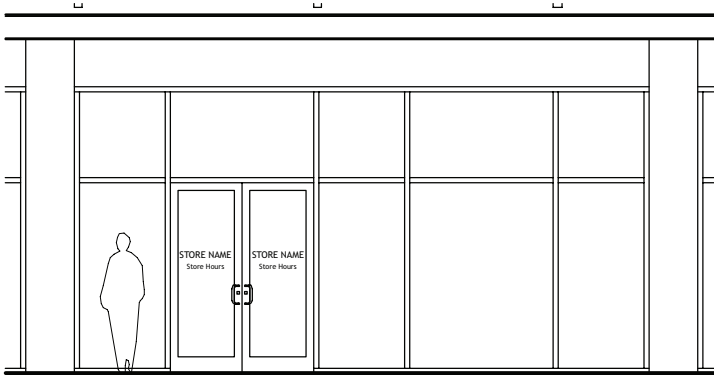
- Vinyl Decals of Store Identity on first or second surface. Not to cover more than 10% of window panel.
- Trademark and logo.

NON-ACCEPTABLE SIGN TYPES

- Dimensional letters
- Illuminated Signs
- Paper, postcards, tape to glass or any signage that obscures view through the glass.



Signtype C - Door ID



Generic Storefront Elevation

NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

AREA C

ACCEPTABLE SIGN TYPES

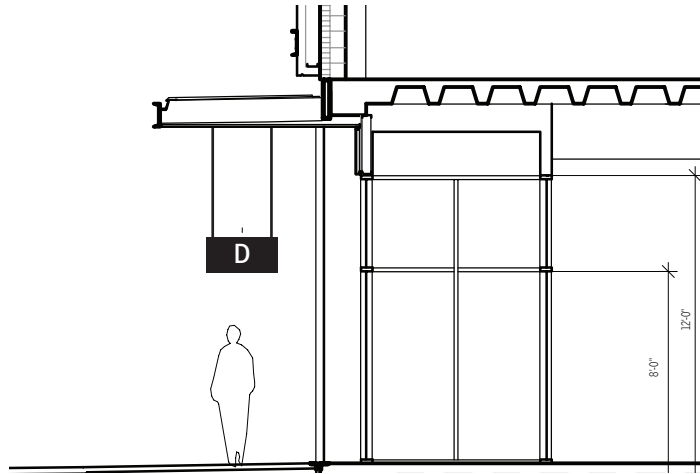
- Vinyl Decals of Store Identity and/or Store Hours and regulations applied to interior side of glass. Not to cover more than 10% of glass panel.
- Trademark, logo, and store hours.

NON-ACCEPTABLE SIGN TYPES

- Dimensional letters
- Illuminated Signs
- Paper, postcards, tape to glass or any signage that obscures view through the glass.



Signtypes D - Blade Sign



Generic Storefront Section

NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

AREA D

ACCEPTABLE SIGN TYPES

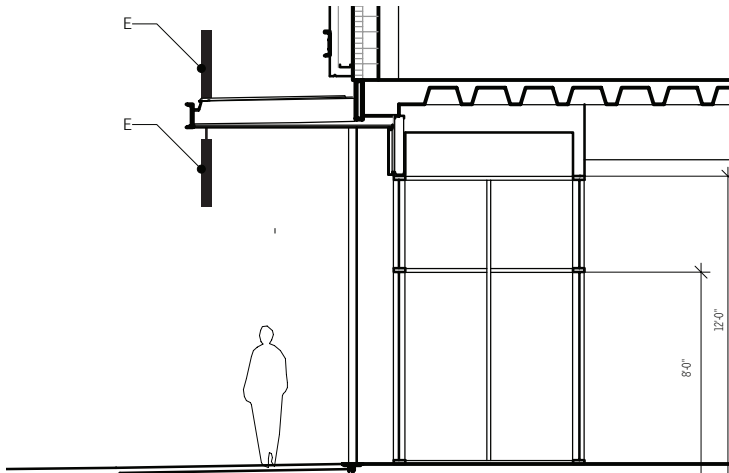
- Non-Illuminated Double Sided Sign Box
- Illuminated Double Sided Sign Light Box
- Sign location not blocking other signtypes.

NON-ACCEPTABLE SIGN TYPES

- Signs lower than 8' from the floor
- Signs wider than 5'
- Signs deeper than 6"
- Neon, LED, LCD or other electronic signs



Area E Signage



Generic Storefront Elevation

NOTE

- Not all storefronts can receive all sign types.
- Please confirm your storefront dimensions and specific guidelines before designing signage elements.
- Tenant shall be responsible for coordinating with and submitting design to the Mall Tenant Coordinator prior to fabrication and installation.

AREA E

ACCEPTABLE SIGN TYPES

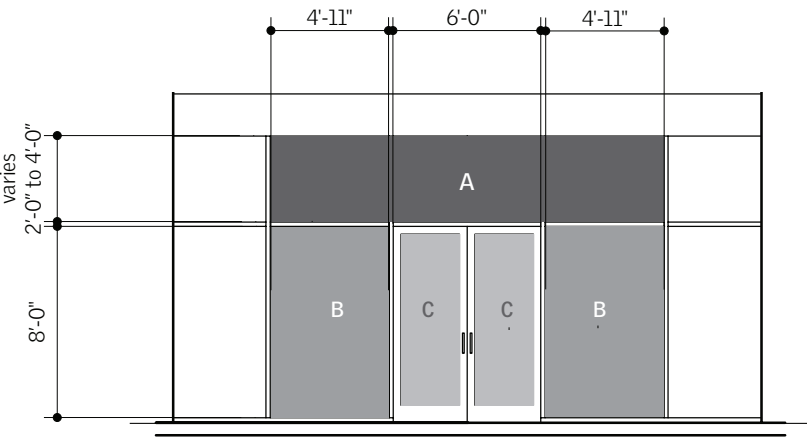
- Non-Illuminated Dimensional letters mounted mechanically to conceived rail, mullion or canopy structure

NON-ACCEPTABLE SIGN TYPES

- Letters taller than 3'-0" from canopy top
- Signs wider than 8'
- Letters deeper than 6"
- Face Illuminated Signs
- Open Face Neon Illuminated Signs



Typical Interior Closed Storefront



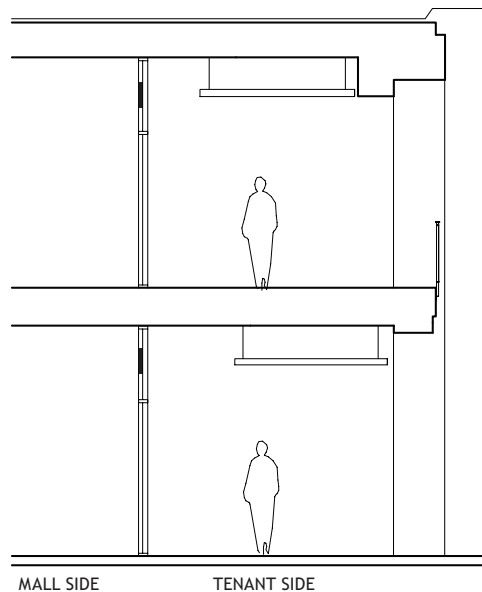
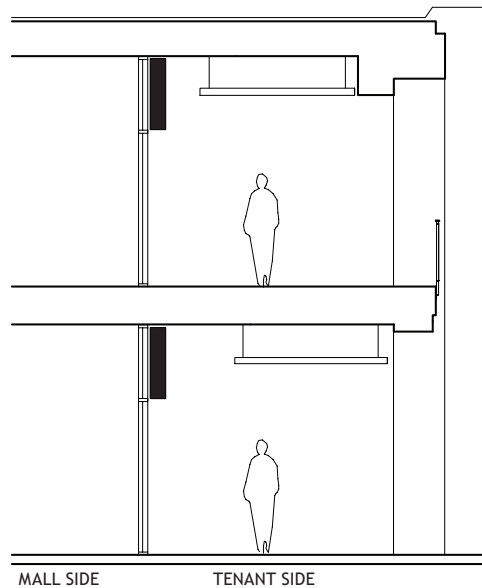
SIGNTYPE

- A** Transom ID
- B** Sidelight ID
- C** Door ID
- D** Blade ID
- E** Letter ID

Generic Storefront Section



Area A Signage - Options



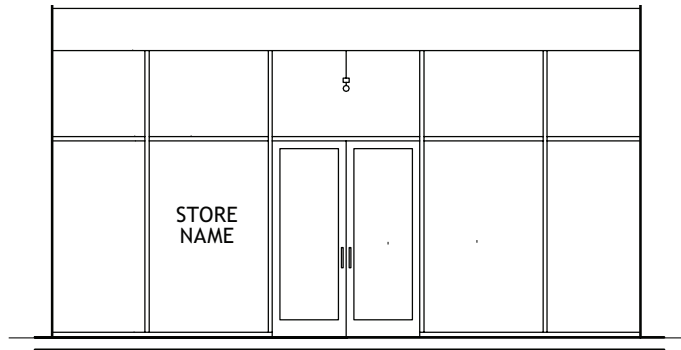
ACCEPTABLE SIGN TYPES

- Non-Illuminated panel with graphics or Light Box with Flat or Dimensional Graphics
- Non-Illuminated Dimensional Letters on rail or Illuminated Dimensional Letters on rail

NON-ACCEPTABLE SIGN TYPES

- Decals on Glass
- Graphics that project more than 6-8" from facade
- Exterior LED or LCD screens
- Dimensional letters exceeding 1'-6 in height or 5" in depth

Area B Signage



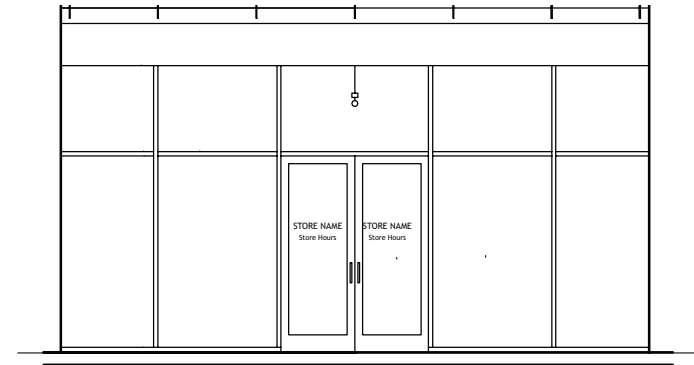
ACCEPTABLE SIGN TYPES

- Vinyl Decals of Store Identity on first or second surface.
Not to cover more than 10 - 20% of window panel.

NON-ACCEPTABLE SIGN TYPES

- Graphics that project more than 6-8" from facade
- Exterior LED or LCD screens
- Dimensional letters exceeding
1'-6 in height or 5" in depth

Area C Signage



ACCEPTABLE SIGN TYPES

- Vinyl Decals of Store Identity and/or Store Hours and regulations on first or second surface.
Not to cover more than 10% of glass panel.

NON-ACCEPTABLE SIGN TYPES

- Graphics that project from the facade
- Exterior LED or LCD screens
- Dimensional letters
- Neon Signs